NUS-NFXE-USA

INSTRUCTION BOOKLET

STARFOX 64

Vinm's Lair

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K-A
CONTENT RATED BY
ESRB

KIDS TO ADULTS
ANIMATED VIOLENCE

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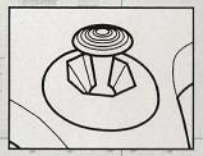
Vimm's Lair

The Nintendo® 64 Controller

Control Stick Function:
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller:
While playing the Star Fox 64 game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller
Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

PROLOGUE

The Lylat system. This small group of planets enjoyed years of prosperity. The inhabitants lived in peace. That is, until Andross came into view.

◆

Andross was born and raised on Corneria, fourth planet of the system, and grew to be a brilliant scientist.

◆

Dr. Andross had been focusing all his time and energy researching bio-technology. But, since Corneria was a peaceful planet, this research went in vain. Over time, his mind became twisted and his morals became demented. Andross went mad.

◆

One day, a weapon, secretly developed by Andross, was unleashed on the residents of Corneria. Andross had turned his back on his homeworld. Corneria's major cities were damaged. Luckily, Andross was captured by General Pepper, charged with treason and exiled to the planet Venom.

Five years later, reports from Corneria's observation station had confirmed disturbing activity from Venom. General Pepper sent three members of the Star Fox team, James McCloud, Pigma Dengar and Peppy Hare, to investigate.

◆

When they arrived at Venom, Pigma betrayed his teammates and turned them over to his new master, Andross. Peppy barely managed to escape and returned to his homeworld to report McCloud's fate to his son, Fox.

◆

Consumed with hatred, Andross declared war on the Lylat system. Slowly, Andross has taken control planet by planet. Now, Andross is advancing on Corneria.

◆

General Pepper knows that Corneria's army alone cannot stop Andross. In his hour of need, he has turned to the new Star Fox team to save Corneria and free Lylat from Andross' evil clutches!

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PROFILE

Fox McCloud

The young leader of the Star Fox team, Fox is always at the forefront of the team's attack. Because of his fantastic flying skills and quick decisiveness, he is an extremely respected leader.

Peppy Hare

Peppy is the senior member of the team, a good pilot with vast knowledge and a good friend. A long time friend of Fox's father, Peppy has watched Fox grow from a young pup to an experienced pilot.

ROB64

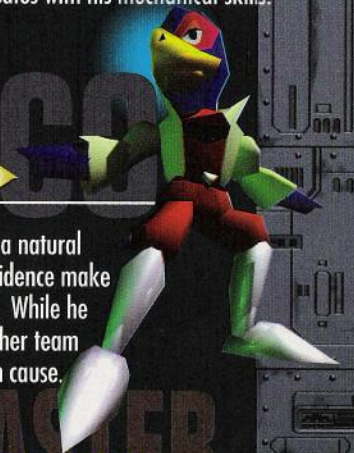
Operating from the mothership Great Fox, ROB works closely with the Star Fox team offering support when necessary.

Arwing

The primary fighting machine of the Star Fox team. With the G-diffuser anti-force generator, the Arwing is able to perform many different tasks.

Slippy Toad

He's the most energetic and positive member of the team, although sometimes Slippy can go a little overboard. While he's not the greatest pilot, he compensates with his mechanical skills.



Falco Lombardi

A member of the avian race, Falco is a natural pilot. His quick temper and overconfidence make him the wildest member of the team. While he often gets into arguments with the other team members, he is loyal to the Cornerian cause.

Landmaster

The anti-aircraft Landmaster rotation tank is equipped with a laser cannon and two jets, which allow for temporary hovering.

Great Fox

The dreadnought-class flagship of the Star Fox team. With its large plasma engine, it can quickly travel between planets.

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Controller Information

Z Button:
Tilt to the left

Control Stick:
Move vehicle

START:
Pause game/ Check your teammate's condition

B Button:
Smart Bomb
Press B again to detonate

C ▲ Button:
Change camera angle
(not used with tank)

C ◀ Button:
Turbo

C ▶ Button:
Respond to incoming messages from ROB

C ▼ Button:
Brake

R Button:
Tilt to the right

During the game, if you want to get rid of the green and red sights, pause the game and press the R Button.

To do a barrel roll, quickly tap the R or Z Button twice.

Press Z and R simultaneously to hover (tank mode only).

A Button:
Fire laser

If you hold the A Button and an enemy flies within your cursor, the cursor will lock on to that enemy. Quickly press the A Button and the discharged laser burst will home in on the enemy. This is called a homing attack. The homing attack will not work against everyone.

SETTING

Correctly insert the Star Fox 64 Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START and the menu screen will appear.

During the game, you will encounter a lot of cinema sequences. While most of these sequences can be bypassed by pressing START, it's a good idea to check them out. If you're playing the game for the first time, you cannot bypass the cinema sequences.

Menu

On the Menu screen, select the desired game mode or set the game options.

Main game

As the description reads, this is the main one-player adventure (see page 12).

Training

When playing the game for the first time, it's a good idea to select the Training mode to get a good feel for the Arwing. Follow the instructions that appear on screen. To quit, press START and select "QUIT TRAINING."

VS Mode

Up to four players can play in three different Vs. modes. For more information, see page 22.

Ranking

Game scores are saved to memory. Here, the top ten scores are shown (see page 20).

Sound

Change the sound setting during the game with the Control Stick. Changes will be saved to memory. Test the sound by pressing the R Button.

Stereo: Select this option when using a TV with stereo sound. If the left and right sound outputs from your N64 Control Deck are not properly connected to your TV, some sounds might be improperly placed or inaudible.

Mono: Select this when you use a TV with monaural sound.

Headphones: Choose this mode to enjoy a more natural sound when you use headphones.

Music Adjust the volume of the background music.

Voice Adjust the volume of the voices.

SE Adjust the volume of the sound effects.

Back up To erase saved data, select "YES."

Note: The Game Pak memory saves the top 10 scores, not the progress of your game.

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MAIN GAME

In the main game, you are Fox McCloud, leader of Star Fox. Follow the instructions given to you by General Pepper and clear each area.

1 Map Screen

The first objective is to free Corneria from Andross' army. The final objective is to defeat Andross at Venom. How you get to the final objective is up to you. Make sure you choose your path wisely.

For example, in Corneria...

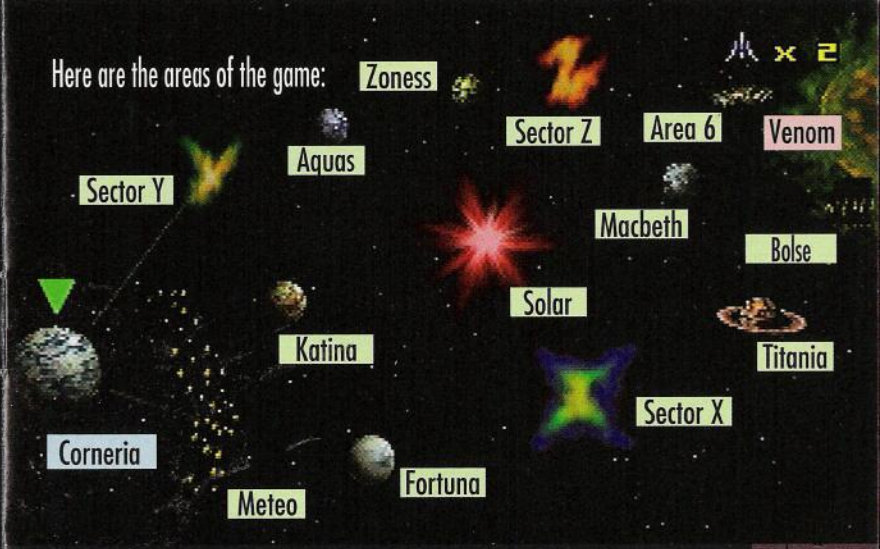
If you play normally, most of the time you will fight the enemy boss,

finish the level and proceed to Meteo.

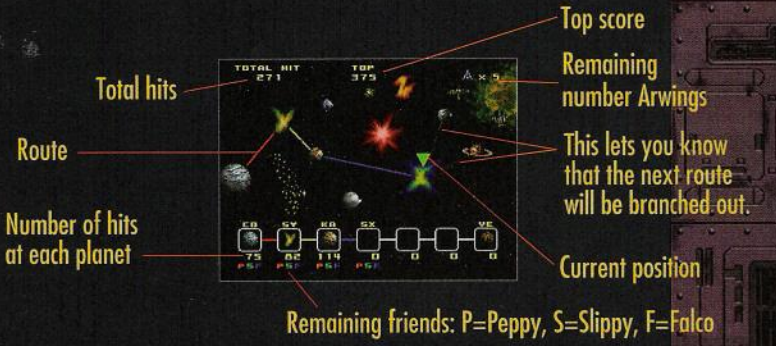
However, if you satisfy certain conditions, you will fight a different boss,

and you will proceed to Sector Y.

In some areas, your next destination will be branched out. The story and difficulty level will change depending on the route you take.



On the Map screen, the route time and colors of the route indicating difficulty level (blue = easy, yellow = medium, red = hard) will be displayed.



If you don't like the current route, press START and select "RETRY COURSE." You'll replay the course you just completed, but it'll cost you one Arwing (if you try it during gameplay, you'll have to start that level over). Also, if you've selected a route with a high difficulty level, select "CHANGE COURSE" to change routes.

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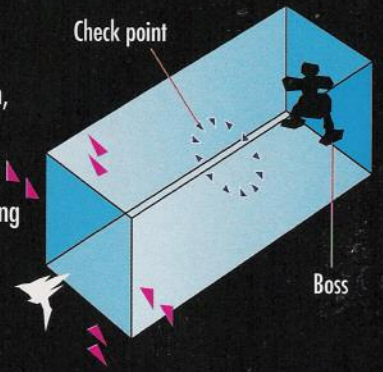
2 3D Scroll Mode and All-Range Mode

The one-player game is split up into two parts.

3D Scroll Mode

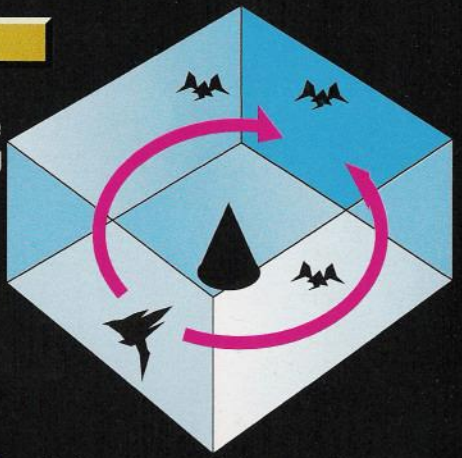
In the 3D scroll mode, you can move in all directions, but if you go too far in one direction, an arrow mark will appear on the screen preventing you from going any further.

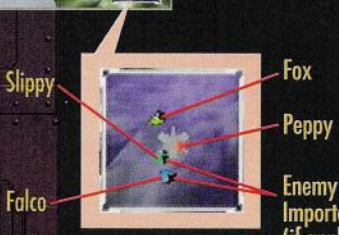
On the way, there will be a check point indicating the halfway point. If you pass through it, your machine will be partially recovered. If you pass through it, and are defeated, you will start that level over at the check point (all damage will be recovered).



All-Range Mode

In the All-Range mode, you'll be in a square-shaped area and you'll be able to fly anywhere you want. The Arwing will automatically U-turn if it gets to the edge of the playing field.





Radar appears in the bottom right corner of the screen. Objects on the field or the location of the boss will appear on the radar.

NOTE: In some areas, both modes exist.

3 Screen Display

Shield Gauge

If your machine takes damage, your shield gauge will reduce gradually. When the gauge disappears completely, your machine will crash. Find shield rings to increase your shield gauge.

Boost Gauge

The indication of energy consumed when using the boost and brake. While using them, the color gradually changes to red. It will change back to blue if you stop using it. Until it returns to its original condition, you won't be able to use boost or brake.

Remaining number of Arwings

Number of hits

Remaining number of Smart Bombs

Shield Ring

Shield rings acquired appear here

Enemy Shield Gauge

When the enemy boss appears, this gauge will be displayed. When the boss takes damages, the gauge will reduce. If Slippy has left the battle, this gauge will not appear.

Aiming Cursor

The laser goes through the center of the two squares. To remove the cursor, pause the game and press the R Button.

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4 Arwings power up items

Some enemies that you shoot down will leave behind helpful items.

Laser

The single laser will change to the twin laser, and the twin will change to the hyper laser. The powered up laser can be carried over to the next area.

Single Laser Twin Laser Hyper Laser

Smart Bomb

The number of smart bombs will increase by one.

Supply Ring

Shield gauge will recover slightly.

Middle Supply

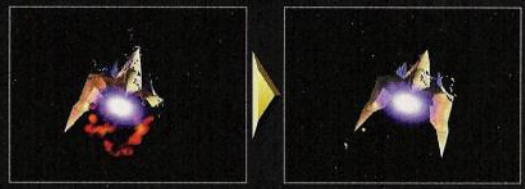
Shield gauge will recover more.

Shield Ring

If you get three shield rings, you will increase the maximum value of your shield gauge. At the same time, the gauge will be recovered significantly. If you get another three, you will get a 1-up. You can take the rings you didn't use to the next stage.

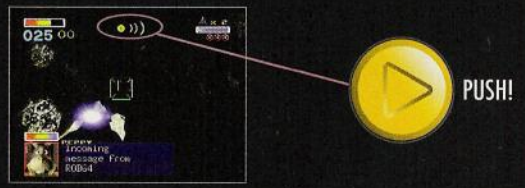
Wing Repair

If your Arwing takes too much damage, your wings will be destroyed. Any powered-up lasers will be gone and your flying ability will be hindered. If you grab the Wing Repair, or if you finish the stage, the destroyed wings will automatically be fixed.



Container

Sometimes during the game, a yellow mark will appear at the top of the screen. This means that ROB64 is trying to contact you. Press C ▶ to respond. Sometimes ROB64 will give you a container. Shoot the container to receive the helpful item inside.



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5 Teamwork

Help your teammates when they're in trouble!

During the game, some of your teammates may be chased or attacked by enemies. If you don't help them, they'll end up leaving the battlefield. Help them by taking out the enemies.

P Peppy
S Slippy
F Falco

Friends can be attacked even though it doesn't appear on the screen. Sometimes on the left and right side of the screen, the word "HELP" will appear in different colored arrows that correspond to the teammate. Make sure to help them out immediately.

Damage

Press START during the game. Here you will see the amount of damage each teammate has taken (if any). Members who have left the battle are indicated by the word "DOWN" and an "X" will be across their picture. Damaged members will be recovered when the stage is clear. The amount of damage recovered depends on how many enemy machines are shot down.

Teammates Leaving Battle

Teammates that have left the battle will return to Great Fox to have their ship repaired. Because this takes time, they won't be able to join you in the next stage.

Special Power

The members of the Star Fox team have different strengths. Because of this, it's a good idea to keep each member safe.

PEPPY

Peppy can analyze enemy weakness and give Fox appropriate advice. It's always a good idea to have Peppy at your side.

FALCO

With Falco, you're more likely to travel through routes with a higher difficulty level.

SLIPPY

Slippy's specialty is analyzing the strength of bosses. He can also display their shield gauge on the screen. If Slippy's not around, you won't be able to tell how close you are to defeating a boss.

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6 Rank

Total hits/One up

When you clear each stage, the number of certain enemies shot down and buildings destroyed will be displayed. This number will be totaled every time you clear the stage. When the number reaches 100, the number of remaining Arwing's will be increased by one. The number can be increased depending on the type of enemy, the way it was defeated or the time it took to shoot it down.

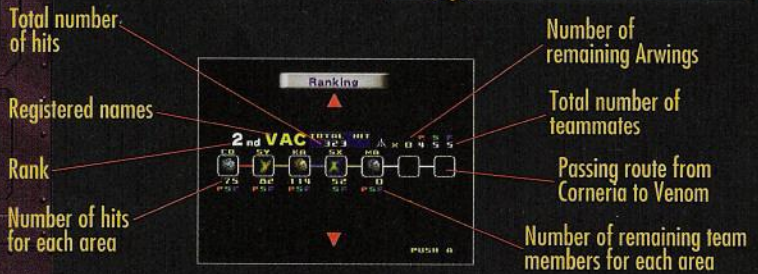
Ranking

When the game is over, your score will be saved to memory. The top ten scores will be saved. You can see these scores if you select "Ranking" on the Menu screen.

If your score is in the top ten, you can register your name on the Name Entry screen.

Check the order of the names and scores on the Ranking screen.

To check the statistics of each score, press ▲ or ▼ on the Control Stick, then press the A Button.



The scores are listed in order of the highest number of hits. If the total number of hits are the same, whoever has more remaining Arwings will have a higher rank.

7 Advice to attack Andross

Boost and Brake

The boost (C ◀ Button) is very effective when chasing a distant enemy or when you need to quickly move through a tight space.
If you use the brake (C ▼ Button), you'll have an easier time passing through narrow and complex areas.
When using the boost or brake, the meter in the upper right corner will change from blue to red. Once you stop using it, you'll have to wait for the meter to return to its original color to use it again.

Somersault/U-Turn

If you're being chased from behind, break away by doing a somersault (Press ▼ and C ◀) or a U-turn (Press ▼ and C ▼). It's a very effective maneuver. U-turns only work in All-Range mode.

Rolling/Smart Bomb

When you're being attacked by a lot of enemies, use the Rolling technique to repel their bullets. You'll take less damage this way (Press Z or R twice).

Another thing you can do is to use the Smart Bomb. It's a great weapon to have, but you only have a limited number of them, so use them wisely.

Repairs

If the Arwing's wings become broken, ROB will provide a wing repair. Make sure to look for it.

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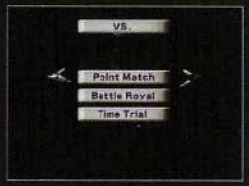
BATTLE

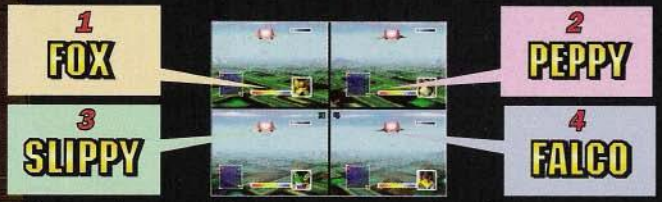
VS Mode

On the Menu screen, select either "Point Match," "Battle Royal" or "Time Trial." Two to four players can compete (provided you have enough controllers).



Connecting the controller

The characters used depend on which controller socket is used.



If a controller is not being used, the screen not in use will display various camera angles of certain players.
Make sure the controllers are connected before you turn the power on.

Handicap

Some players may have better skills than others. To make the game more even, you can adjust the handicap level by pressing ◀ and ▶ on the Control Stick. There are three levels. As the number increases, the Shield Gauge meter will decrease significantly and you will not be able to take as many hits.

Stage

There are three special stages in the Vs. mode. Two of these special stages are available in each of the three Vs. mode games. You may select the stage you like. Select the desired stage with the Control Stick. In Vs. mode, if you go to the edge of the map, you will warp to the other side.

3 Game modes

Point Match

Players compete for the number of machines they shoot down. When a player shoots down the set number of machines, that player is the winner (the number can be set from 1 to 5). If you shoot down a rival, you'll receive a ★.

Battle Royal

If a player loses his machine, he must leave the battle field. Whoever is left standing is the winner. One Arwing is given to each player.

When you get locked on by another player's homing attack, you get an L mark (this is common for each mode).

You cannot use a Smart Bomb until you have one in reserve (this is common for each mode).

Time Trial

Whoever takes out the most machines within the allotted time is the winner. If you get shot down, the number of enemies that you shot down resets to zero. The time limit can be set from 1 to 5 minutes.

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INFORMATION

Secret of the Map screen

- This game is full of many hidden surprises
- Most areas have their own secret mission
- If you clear the area, a group of stars will shine around the cleared area
- Don't stop playing when you defeat Andross. Try to clear every area

Branching out

In some areas, if certain conditions are met, your path will branch out and you will be able to take a different route. Below is a listing of the conditions you need to meet:

Corneria: Keep Falco alive and fly through the seven stone archways.
Meteo: Fly through every warp gate.
Fortuna: Defeat Star Wolf within the allotted time.
Sector X: Defeat the boss before Slippy disappears.
Fly through the four warp gates.
Sector Y: Shoot down 100 enemies.
Katina: Defeat the mothership within the allotted time.
Macbeth: Destroy the eight switches and shoot the switcher box.
Zoness: Destroy every search light.
Sector Z: Shoot all six missiles.

Medals

In each area, if you shoot down enough enemies, you will be eligible to receive a medal. If you receive a medal for each area, something special will happen. Below is a listing of the minimum number of necessary hits required for each area to receive a medal:

Corneria	150	Bolse	150	Aquas	150
Meteo	200	Sector Y	150	Zoness	250
Fortuna	50	Katina	150	Sector Z	100
Sector X	150	Solar	100	Area 6	300
Titania	150	Macbeth	150	Venom	200

NOTE: In addition, each team member must be alive at the end of each area.

Rumble Pak™

The Star Fox 64 game is compatible with the Rumble Pak accessory (single and Vs. mode). If you connect the Rumble Pak accessory to the controller, when your machine is hit during the game, you will feel different degrees of vibrations. You'll feel like you're actually sitting in the cockpit of the Arwing!

- Before using, make sure to read the Rumble Pak accessory instruction booklet carefully.
- Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.
- Be careful when handling the batteries.

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NOTES

NOTES

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IMPORTANT:

REV - B

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REV - I

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